NEOGEO POCKET

NEOGEO POCKET software cartridge

★Works exclusively with NEOGEO POCKET COLOR

□INTRODUCTION□

Thank you for purchasing this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge, made especially for the NEOGEO POCKET COLOR. Before using this software cartridge, be sure to read through this user's manual to use the software properly and to get the most enjoyment out of the game. Keep this manual in a safe place.

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* The information in this manual is still being developed. Please pardon any discrepancies that may exist with the specifications of this product such as game screens, etc.

• SECOND MISSION BRIEFING •

《MISSION SUMMARY》

Time has marched on since the success of the "First Mission"-- the deployment of the special strike force "Peregrine Falcons (PF Squad)" into actual battle. Your services are required again. Government forces have received information that the special combat squad "Phantom," led by the rebel army's Commander Makuba, has once again resumed activities. They have reportedly taken a considerable amount of government forces hostage, and we have subsequently learned an even more terrifying truth. Rebel forces have made contact with an alien race and are proceeding with the production of weapons employing technology beyond our comprehension. The situation is grave! It's up to you to wage a solo attack on the enemy base, and save those hostages!!!

METAL SLUG 2ND MISSION™

《BASIC RULES FOR 2ND MISSION》

- When the Life Gauge is depleted by taking hits from the enemy, etc., the game ends. When your life power begins to fall, look for items and grab them to keep fighting.
- Even when the Metal Slug (Tank), the Slug Flyer (Fighter plane) or the Slug Sub (Submarine) are destroyed, your character stays alive and play proceeds to another stage. So don't give up!
- There is a limit to ammunition for some weapons (other than the starter weapons). Pick up gun clip items to replenish bullet supplies.
- When you find the prisoners of war during game stages, rescue them! The rank of your character will rise based on the number of rescued prisoners. (The number of Time Attack stages increases with the rise of your character's rank)

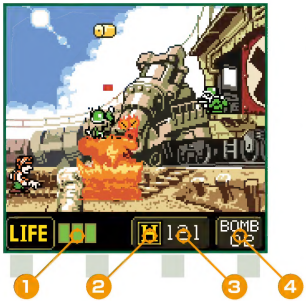
CONTROLS

The commands below are mainly used during game action and various types of select screens.

Joystick	Character movement: cursor movement (Menu item selection, etc.)
A button	Used for actions like attacking enemies: Selection confirmation.
B button	Used for actions like jumping: Return to previous screen (CANCEL)
OPTION button	Throws grenades (Short tap): Pause during game play (Push down continuously).

* Pushing the A,B buttons and the option button simultaneously resets the game and calls up the Title Screen.
* For the control of the tank, fighter plane and submarine, see P10 ~ P12.
* All commands listed are initial settings. Command settings can be changed using "Set Up" from the Office menu. (See P13)

GAME SCREEN



① Life Gauge	Shows player's endurance level. When this gauge goes empty, your character's taken out of commission.
② Weapon	Shows weapon currently in use.
③ Ammo Supply	Shows remaining ammo for the weapon currently in use.
④ Bomb Stock	Shows remaining stock of bombs like hand grenade.

STARTING THE GAME

Push A button when the Title screen appears to call up the Title Menu.

1 TITLE MENU

Select desired menu using Joystick and push A to confirm selection.

[START]

Calls up Character Select screen.

[CONTINUE]

Resumes play from the stage where data was previously saved. This menu is not displayed when there is no saved data.

[OFFICE]

Calls up Office Menu screen. (See P13~P15.)

2 Character Select

Choose 1 of 2 characters, using Joystick to select and pushing A button to confirm the selection.

3 Start the Mission !!

《PAUSING GAME PLAY》

The game pauses when you push and hold down the option button during game play.

《GAME OVER》

When the player's Life Gauge power is used up, the game ends. Then you can select from the items below. Select items with the Joystick and push the A button to confirm selections.

[RETRY]

Resume the game from the stage where the previous game ended.

[SAVE]

After cleared stages are saved, the Title Menu screen is displayed.

[RESCUE]

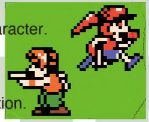
Shows the list of hostages you rescued.

[END]

The game is ended without saving data. The Title Menu is displayed.

《SOLDIER CHARACTER COMMANDS》

Use the commands below to move the soldier character.



MOVE Shift the joystick ← or →

The character moves in the indicated direction.

CROUCH Shift the joystick ↓

The character can be moved in crouch position, also.

ENTER ROOMS/PUSH SWITCHES Shift the joystick ↑

Enter areas designated by an "IN" sign and push switches within game stages.

ATTACK Ⓐ Button

Use a conventional gun (or knife in hand-to-hand combat).Gather weapon items during play to increase your fire power with more powerful weapons such as a machine gun or a bazooka (ammo limited).

JUMP Ⓑ Button

Avoid danger and scale high places with this move.

GRENADE TOSS Push the OPTION Button (briefly)

Lobs grenades toward the enemy (supply limited).

《METAL SLUG COMMANDS》

Metal Slug is a compact, all-purpose tank with outstanding mobility. Its commands are listed below.

MOVE Shift the joystick ← or →

The tank moves in the direction selected.

DIRECTION CHANGE Quickly tap the joystick twice ← ← or → →

Allows you to change the direction the tank faces.

CROUCH Shift the joystick ↓

The tank can be moved in crouch position, also.

ENTER ROOM Shift the joystick ↑

Enter areas designated by an "IN" sign during game stages.

VULCAN CANNON Ⓐ Button

Fire salvos in the direction indicated by the joystick.

JUMP Ⓑ Button

Lets your tank avoid danger and scale high places.

CANNON Push the OPTION Button (briefly)

Fire powerful shells (shells limited). When Metal Slug is in the crouch position, it will throw grenades.

METAL SLUG ATTACK Shift the joystick ↓ and push the Ⓐ, Ⓑ Buttons simultaneously

Use a body block attack with the tank.

《SLUG FLYER COMMANDS》

The Slug Flyer is a jet fighter unequalled in fire power and mobility. Its commands are listed below.

MOVE Shift the joystick ↑, ↓, ← or →

The Flyer moves in the direction indicated.

VULCAN CANNON(or MISSILE ATTACK) Ⓐ Button

Fires a missile in the direction indicated by the joystick. When you get a missile item during game play, you can use a missile attack (missiles limited).

BOMB Ⓑ Button

Drops bombs (bombs limited).

★ If shot down...

If the Slug Flyer is shot down in battle, escape with the Drop Pack. While the fighter is falling, push the B Button to activate the Jet Burn (time limited) and use the joystick to safely guide the airplane to the goal point. If the plane disappears from the screen, you've become a spot on the landscape, pal!

《SLUG SUB COMMANDS》

Slug Sub is a micro-submarine. Its commands are listed below.

MOVE Shift the joystick ↑, ↓, ← or →

The Sub moves in the direction indicated.

TORPEDO Ⓐ Button

Fires torpedoes. Mainly used to attack submerged enemies (but you knew that, didn't you?).

MARINE MINE (HOMING MISSILE) Ⓑ Button

Releases mines (number limited) to attack surface enemies. Changes to Homing Missiles (numbers limited) when floating on the surface to attack enemies on the land.

OFFICE MENU

When you select "OFFICE" from the Title Menu, the Office Menu screen appears. Select a menu with the joystick and push the A button to confirm your selection to call up the other sub-menus.

《SET UP》

Change various game settings. Move the Joystick ↑ or ↓ to choose an item and push the A button to confirm your selection.

[LEVEL]

Adjust game difficulty to 1 of 5 levels. Move the Joystick ← or → to change and push the A button to confirm your selection.

[KEY TYPE]

Change key configurations for commands. Move the Joystick ← or → to change and push the A button to confirm your selection.

[RETRY]

Change the number of times for continuing play(1to9).Move the Joystick ← or → to change and push the A button to confirm your selection.

[VOICE]

Set the voice in the game play by moving the Joystick ← or → (ON / You can hear the voice : OFF / No voice) and push the A button to confirm your selection.

[EXIT]

Return to the Office Menu.

《TIME ATTACK》

The Time Attack Mode lets you race time to clear stages. When the Time Attack Screen appears, select a stage moving the Joystick ⬆ or ⬇ and push the A button to confirm your selection. Then select [ATTACK] or [RANKING] on the bottom of the screen by moving the Joystick ⬅ or ➡ and push the A button to confirm your selection. The number of stages in this mode increases as your soldier character's rank rises.

[ATTACK]

Begins Time Attack play.

[RANKING]

Displays time rankings for each mode.

《RESCUE LIST》

Shows hostages rescued by the soldier character (your soldier character's rank will rise in response to the number of hostages rescued). When you select a hostage's name with the joystick and push the A button, the Information Screen is displayed. If the hostage's rank is below the player's, the hostage will give you various information on game stages, etc.

《EXIT》

Return to the Title Menu.

《DATA RESET》

Delete all saved data.

ITEMS

A variety of items that replenish ammunition and restore life to characters will appear during each stage. Don't waste them! (But be careful! There are also items that can cause injury when you pick them up.) Here are some of these items.

Weapon Items

Heavy Machine Gun

Rocket Launcher

Fire Gun

Grenade

Cannon
(for Metal Slug)

Missile
(for Slug Flyer)

Supply Items

Magazine: Increases weapon ammunition.

Energy-Up Items

Meat

Canned Goods

Bread

Gasoline Tank
(for vehicles)

DAMAGE & DEMERIT ITEMS

: Reduces character life.
Poison Bottle

: Fattens your soldier character.
Fattening Pork

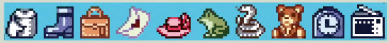
: Fattens your soldier character.
Fattening Cake

SPECIAL ITEMS

: Returns fat characters to fighting fitness.
Thinning Potion

: Contents unknown.
Random Box (?)

Bonus Items



HERO INTRODUCTIONS

《Player 1 (Man)》

He's a PF Squad Cadet. Heading out to investigate rebel troop developments, he learns from rescued hostages the surprising information that the rebels have made contact with alien visitors. He requests back-up from GHQ, but is dismissed as shell-shocked. Reluctantly, he engages in a single-handed attack on the enemy base.

《Player 2 (Female)》

She's an operations specialist for the government forces. Heading out to investigate information regarding eye-witness reports of a UFO landing at the rebel base, she finds out the rebel army has allied with alien visitors. Learning the PF Squad has also obtained the same information and not wanting to be left out of the attack, she speeds to the enemy base alone.

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